

# Senate Study Bill 3180

SENATE FILE \_\_\_\_\_  
BY (PROPOSED COMMITTEE ON  
GOVERNMENT OVERSIGHT BILL  
BY CO=CHAIRPERSON LUNDBY)

Passed Senate, Date \_\_\_\_\_ Passed House, Date \_\_\_\_\_  
Vote: Ayes \_\_\_\_\_ Nays \_\_\_\_\_ Vote: Ayes \_\_\_\_\_ Nays \_\_\_\_\_  
Approved \_\_\_\_\_

## A BILL FOR

1 An Act prohibiting monitor vending machines and providing an  
2 effective date.  
3 BE IT ENACTED BY THE GENERAL ASSEMBLY OF THE STATE OF IOWA:  
4 TLSB 5993SK 81  
5 ec/gg/14

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1 1 Section 1. Section 99G.3, subsection 7, Code 2005, is  
1 2 amended to read as follows:  
1 3 7. "Lottery", "lotteries", "lottery game", "lottery games"  
1 4 or "lottery products" means any game of chance approved by the  
1 5 board and operated pursuant to this chapter and games using  
1 6 mechanical or electronic devices, provided that the authority  
1 7 shall not authorize a monitor vending machine or a player=  
1 8 activated gaming machine that utilizes an internal randomizer  
1 9 to determine winning and nonwinning plays and that upon random  
1 10 internal selection of a winning play dispenses coins,  
1 11 currency, or a ticket, credit, or token to the player that is  
1 12 redeemable for cash or a prize, and excluding gambling or  
1 13 gaming conducted pursuant to chapter 99B, 99D, or 99F.  
1 14 Sec. 2. Section 99G.3, Code 2005, is amended by adding the  
1 15 following new subsection:  
1 16 NEW SUBSECTION. 8A. "Monitor vending machine" means a  
1 17 machine or other similar electronic device that includes a  
1 18 video monitor and audio capabilities that dispenses to a  
1 19 purchaser lottery tickets that have been determined to be  
1 20 winning or losing tickets by a predetermined pool drawing  
1 21 machine prior to the dispensing of the tickets.  
1 22 Sec. 3. TRANSITION PROVISIONS == MONITOR VENDING MACHINES  
1 23 == ASSUMPTION OF COSTS. Notwithstanding any provision of  
1 24 section 99G.3, as amended by this Act, to the contrary, a  
1 25 retailer that has acquired a monitor vending machine prior to  
1 26 the effective date of this Act shall be allowed to offer the  
1 27 machine to the public for only thirty days following the  
1 28 effective date of this Act. On or after thirty days following  
1 29 the effective date of this Act, a retailer shall not make a  
1 30 monitor vending machine available to the public.  
1 31 Sec. 4. EFFECTIVE DATE. This Act, being deemed of  
1 32 immediate importance, takes effect upon enactment.  
1 33 EXPLANATION  
1 34 This bill prohibits the Iowa lottery authority from  
1 35 allowing retailers to offer a monitor vending machine that  
2 1 dispenses lottery tickets to the public. The bill defines a  
2 2 "monitor vending machine" as a machine with a video monitor  
2 3 and audio capabilities that dispenses to a purchaser lottery  
2 4 tickets that have been determined to be winning or losing  
2 5 tickets by a predetermined pool drawing machine prior to the  
2 6 dispensing of the tickets. The bill also amends the  
2 7 definition of lottery game to exclude the authorization to use  
2 8 a monitor vending machine to dispense lottery tickets.  
2 9 The bill further provides that any monitor vending machine  
2 10 in use by a retailer prior to the effective date of the bill  
2 11 may continue to be offered to the public for 30 days following  
2 12 the effective date of the bill. On or after that date,  
2 13 monitor vending machines are no longer permitted.  
2 14 The bill takes effect upon enactment.  
2 15 LSB 5993SK 81  
2 16 ec:nh/gg/14

